

## Perry Rhodan – Cosmic Beings and the Universe

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*(Note : the following is cobbled together from many sources, including an online post by Knight Out, Wikipedia, and the German Perrypedia. I do not indicate the sources of specific text. Text in italics, however, is mine.)*

*There are levels of “intelligence” in the Perry Rhodan universe. The first level is civilization, the second level is space-faring civilizations, and the third is that of a **superintelligence**, which typically *influences* galaxy clusters and all living creatures in them. The *area it controls* is called its **Sphere of Influence**.*

They are often born when one or more races collectively gives up their bodies and unites their spirits, becoming bodiless beings of pure thought; this process can take thousands of years, and their power and knowledge are correspondingly great. The primary measure for the power of a superintelligence, however, is the amount of knowledge and wisdom it has achieved. This allows them to extrapolate current events to predict the future with almost perfect accuracy.

Their actual habitat is hyperspace, so they create **anchors** which are fixed points in the standard universe (*often planets*), in order to remain in their Sphere of Influence. In addition to anchors, superintelligences create “**Eiris**” by expelling a part of its psychic mass, the so-called spatio-temporal stabilization energy, into its Sphere of Influence, this part of the standard universe is virtually imprinted on the now dominant entity. The anchors and eiris lead to a firm link between a superintelligence and its Sphere of Influence, and document their claim of ownership of the Sphere of Influence. The Eiris *fades away* when a superintelligence dies, but it can also degrade *while* the entity still exists. The High Powers (below) siphon off the Eiris of deceased superintelligences to dispose of them or use it for their own purposes.

The *Eiris Reversal* is a catastrophe that threatens the existence of all Superintelligences within a sphere 100 million light years across. The name comes from the fact that the Eiris turns against Superintelligences. The Eiris can *reverse* when a superintelligence dies, but it can also *happen while* the entity still exists. The High Powers *are so threatened by this* that they try to dispose of the Eirises of deceased Superintelligences.

The anchors are also meeting places where a superintelligence can make contact with the races of their Sphere of Influence, for example the superintelligence IT and the artificial world Wanderer (*see below*).

Superintelligences are classified as being either positive or negative. This has nothing to do with good or evil, however : positive superintelligences form almost symbiotic relationships with the races in their Sphere of Influence, *promoting their mutual evolution and well-being*, while negative superintelligences exploit them in a parasitic manner, *usually by just absorbing living consciousnesses into itself without their consent*. Although there *was for a time* also a “Third Way” (*see below*).

*Superintelligences can be formed by other means : Bardioc was the result of mutated brain cells that formed a symbiosis with an entire planet, and the Empress of Thurm was created by a hyper-dimensional wave interacting with the dust of a forming solar system and has the form of a crystal.*

Superintelligences have practically god-like abilities. They possess almost all known paranormal abilities. They can also create “Incarnations”, apparently living creatures that can act for them in the physical universe. Superintelligences can change the appearance *of their physical manifestation* at will. Superintelligences usually communicate telepathically when they are not using Incarnations. They are not bound by the laws of nature, which they can manipulate *at will*. Time travel is no problem for them, *they can change events in the past if they want*, and they can create matter purely from the power of their thought.

They can absorb individual consciousnesses into their collective and release them again. During this release, the disembodied individual consciousness is given their former body or a new body in order to be able to interact with their environment.

They can also create “splinters” of themselves, which are not formed from one of the original consciousnesses, but represents *an integral* part of the *entire* mental substance of the higher-order total consciousness. *They can be given a specific purpose, or allowed to act on their own. They can be merely messengers, or be allowed to manipulate events in the universe.* A splinter of consciousness is still to be regarded as a part of the "mental substance" of the "main consciousness". This means that both the main consciousness is always aware that it is missing something and the splinter - if *allowed* - is aware that it is only part of something larger. Splinters are able to manifest completely in the normal universe, thus partially circumventing the transformation syndrome (*see below*).

The Terrans have met or heard about several superintelligences in their history, but the most important of them is certainly IT, which was met in the year 1975 on the planet Wanderer (*which IT once destroyed, then re-created*). IT's Sphere of Influence is the Local Group of galaxies. IT granted Perry Rhodan and several of his friends immortality in the form of a cell shower, which is a device that dematerializes the user for an hour. When he emerges, their aging is halted for 62 years. After that, *the process had to be repeated. Later, IT created “cell activators”, devices which when worn halt the aging process indefinitely, and at least protects against poisons as well. These can either be worn by anybody, or keyed to a certain individual (which kills anyone else who wears it).*

IT and Estartu, another superintelligence, refer to each other as brother and sister, respectively (*they split from each other about 12 million years ago, causing Anti-IT to be created; IT has existed for approximately 18 million years*).

There are a large number of superintelligences in the universe – exactly how many is not even known to those who have an insight into cosmic connections. *Approximately 70 living or dead superintelligences have been named.*

Superintelligences do not seem to be subject to an aging process in the conventional sense. This relative immortality protects superintelligences, but not from forced death. It seems generally quite common for superintelligences to fight with others of their kind until the death of one of the opponents. These conflicts are considered completely normal, since each superintelligence is always interested in increasing its own Sphere of Influence. *Mortals have also found ways to destroy superintelligences thru ultra-high-tech weapons.*

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### **Matter Sources / Matter Sinks**

Ultimately, a superintelligence is drawn to the next stage of evolution : they concentrate the galaxies of their domain into a small spot and merge with all life and matter *to create* a Matter Source if they are positive, or a Matter Sink if they are negative (collectively called “matter wells”). These matter wells are the highest pinnacle of “intelligence” that is known in the universe, created in a process similar to the creation of a black hole. Few things are known about the workings of these entities, except that the resulting object lacks the gravitational pull possessed if the contraction had actually produced a black hole.

*Matter Sources are used to travel between the normal universe and the realm of the Cosmocrats (see below); it is unknown whether Matter Sinks are used in the same way for Chaotarchs. It is also stated that matter wells can be “aimed” in different directions to provide targets or areas of space with some kind of unspecified energy.*

In the creation of a **Matter Source**, the entire Sphere of Influence, including all its matter, is compressed into a single compact entity by psionic force fields, and the consciousnesses of all intelligent beings in the Sphere of Influence (including the superintelligence) are absorbed into the entity. From then on, the resulting entity emits cosmic matter *and energy* into space.

The **barys** is the outer shell of the Matter Source and cannot be seen with the naked eye or directly measured by scientific instruments. It does, however, affect and interfere with the fabric of space-time - which is why it can be indirectly measured. The barys is spherical and measures several light years across from the outside.

[Note: The description in PR 2267 is quite different, stating that Matter Sources are optically indistinguishable from Matter Sinks. Visually, they look like gray veils in which *eruptions of light* appear, *so that* their appearance *continuously* changes in detail as well as in overall impression.]

Altho planets can exist inside the barys ("barys bodies"), extreme hyperphysical phenomena occur within the barys. Among other things, there is a hyper-energetic vacuum, which makes navigation of spaceships considerably more difficult. At the same time, strong gravitational disturbances occur, and a degeneration *of both matter and space-time has been observed*.

It is possible to enter into and navigate within the barys using *special technology* added to a spaceship. The barys' diameter is not *measurable* from the inside; at any rate it is much larger than just a few light years. In addition, the usual laws of flight no longer apply : the way out takes considerably longer than the way in.

In contrast, a **Matter Sink** is created in much the same way as a Matter Source, but the final result consists of a complete nothingness, although this nothingness cannot really be defined either. *Within it*, there is no top, no bottom, no matter in the true sense of the word, no light, no darkness; temperature and pressure conditions are indeterminable. In this absolute void, even time ceases to exist. Every kind of matter "falls" as soon as it enters the Matter Sink; where it goes is unclear. However, it seems that everything material is drawn deeper into the sink.

The **anti-barys** has the same relationship to a barys but is a sphere with a negative radius, i.e. a sphere curved inwards *to the same degree as a positive radius of the same amount*.

The negative superintelligence that gives rise to a Matter Sink no longer has any influence on its environment. Nevertheless, Matter Sinks are and remain dangerous. If their numbers become too great and there are not enough Matter Sources, the universe is doomed to destruction.

Seven Matter Sources and two Matter Sinks have been named; the first ones introduced in the series are the Matter Source Gourdel, and the Matter Sink Jarminthara. Both of them can be found in the galaxy Erranternohre, where they have gone due to commands from their respective sides during a battle between Order and Chaos in a nearby galaxy about 3 million years ago, which was destroyed during the battle.

In between the standard universe and the Matter Sources lies the **Nameless Zone**. The Nameless Zone serves as a reservoir for the negative peoples of the universe. If a race's negative forces become so overwhelming that positive development is no longer conceivable, it is transferred to the zone and sealed off from the rest of *the zone* by impenetrable *shockwave* fronts. The Nameless Zone grows every time the home system of a people banished in this way is removed from the standard universe *by the Cosmocrats*. The Cosmocrats can not directly affect *anything in* the Nameless Zone.

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## Cosmocrats / Chaotarchs

After an unknown span of time, the Matter Sources evolve into beings that are called Cosmocrats, while the Matter Sinks evolve into Chaotarchs. They do not exist in our universe, and have access to the entire multiverse. *Note : there are exceptions to this – Vishna evolved into a Cosmocrat from a Matter Sink.*

Cosmocrats and Chaotarchs (*collectively, the “High Powers”*) are the most powerful known entities of their domain. Cosmocrats are said to live "beyond the Matter Sources", and Chaotarchs live “beyond the Matter Sinks”, whatever this may mean. Their mentality and their goals are virtually inscrutable to mortals, except that they each try to influence the Moral Code (*see below*). The Cosmocrats apparently strive to achieve some kind of Order and *maintain it* for all time, while the Chaotarchs want to spread Chaos. Their conflicts sometimes doom entire species. Seven or eight Cosmocrats and six Chaotarchs have been named.

The High Powers cannot normally visit a standard universe as themselves with their full abilities, a problem called the [transformation syndrome](#). They can project four-dimensional bodies into a universe, called Incarnations or “*action bodies*”, but find it difficult to do. Therefore, the High Powers tend to avoid direct contact and prefer to use their superhuman servants (often created by them) as middlemen, and auxiliary races (living within the universe) to do their bidding. These servants and races all speak the [Language of the Mighty](#). They also *create* physical devices in the universes that perform essential functions *for their masters*.

Auxiliary races and organizations do the High Powers’ bidding in their universe, sometimes unknowingly, and sometimes only help the Chaotarchs by force. At least 17 Cosmocrat auxiliary races and 8 Chaotarch races have been named.

Cosmocrats (*and very likely Chaotarchs as well*) can exert influence in any area at any time *in the multiverse* via Virtual Matter (*no description provided, but in modern physics virtual particles can blip into and out of existence in far less than a nanosecond*) *such as changing a universe’s hyperimpedance*. In rare cases, however, special energetic conditions create blind spots in the universe, absolute vacuums, in which no more Virtual Matter is created. These “Pulses” are multiuniversal and cannot be influenced even by cosmonucleotides (*see below*). *This is where the Thoregons (see below) live. There is another kind of universe free from the High Powers’ control, called a Neuroverse, which has no cosmonucleotides and has its own consciousness.*

After their ascension and transformation from a Matter Source to a higher dimensional form of life, **Cosmocrats** lose unlimited insight into the multiverse, so that although they are omniscient in their domain, they can only observe the universes from a distance and many details remain hidden from them.

Cosmocrats enrich the universe with life, and are described as “all-knowing” and as “knowing what consequences it will have if the Moral Code is damaged.” *But in 1331 NGE they increased the universal hyper-impedance constant to limit the technological advance of all intelligent races (which violates the LAW, below).*

Although the Cosmocrats are able to switch their focus between universes at will, some Cosmocrats voluntarily bind to a specific universe. When this universe collapses at the end of its development, the Cosmocrat sacrifices itself and gives up its existence. By emitting an entropic impulse, the released energy triggers the development of a new universe.

### Cosmocrat servants and organizations include :

- Robots such as Cairol (a series of robots that did the Cosmocrats’ bidding) or Laire (oversaw the Seven Powerful Ones).
- The Servants of Matter – they oversee the deployment and use of the Spore Ships and Swarms by the Seven Powerful Ones, and command the Cosmic Factories; nine have been named.
- [The Seven Powerful Ones](#) – ctrl-click to see more.

- Samburi Yura – a humanoid alien who is a general troubleshooter.
- Tentonen (race) - a kind of technical auxiliary service : bringing goods, weapons or other materials to places where they are needed.
- Carfesch – sent to this universe as a Cosmocrat envoy, he was held within IT's consciousness for a long time, then sent to Rhodan to help him implement the Cosmic House and find the Chronofossils.
- [The Knights of the Deep](#) (organization) – ctrl-click to see more.

#### Cosmocrat physical devices include :

- Comic Factories – five mile pentagons that collect the tremendously rare Ultimate Matter (high-energy vacuum energy quanta, *collected at the instant it is produced, before it can turn into ordinary matter*) that the Cosmocrats need, and are also powerful combat ships; commanded by the Servants of Matter.
- Levels – space stations that serve various purposes, including meeting places for Cosmocrats.
- Plateau – a place in hyperspace used to turn individuals into Servants of Matter.
- Cobalt Blue spaceships – very powerful spaceships used by high-ranking Cosmocrat servants.
- Time Fountains – an intergalactic means of transport, with which you could travel huge distances without loss, and/or travel in time.
- Tragtdoron – an instrument which deliberately promotes life and intelligence within a limited space.
- [Spore ships](#) – ctrl-click to see more.
- [Swarms](#) – ctrl-click to see more.

The **Chaotarchs'** long-term goal is to transform all the universes of the multiverse into Proto-Chaotic Universes, making them a Negaversum (negative multiverse). *The Chaotarchs ask their Chaotenders (below) to commit to three tasks* : to fight against the Cosmocrats and their servants, to collect data about the LAW and the Moral Code (*see below*), and to destroy life in order to counter the life-spreading Spore ships.

#### Chaotarch servants and organizations include :

- The Crux are “guards” of the Chaotarchs, and perform various services for them, such as building and running the Chaotenders.
- The Academy of Harcoy-Maranesh is where Crux are trained.
- Dark Births are disembodied entities and possess an aura that can cause normal living beings to go insane and drive them to suicide. They live in Negaspheres (*see below*) and are entrusted with only the most important tasks, including monitoring and punishing other Chaotarch servants.
- The Dark Investigators (group) serve as reconnaissance agents and data collectors, and couriers of orders.
- Individuals such as Goriatch who perform various services as needed.
- [Quintarchen](#) (group) are the captains of the Chaoporters.
- The Lord of the Elements was a superintelligence that created the Decalogue of the Elements, which was a compilation of powerful forces of nature and was mainly used for sabotage and lightning war actions on a galactic scale. Both the Lord and the Decalogue were destroyed by Perry Rhodan and his allies.

#### Chaotarch physical devices include :

- Chaotenders are extremely technologically highly equipped carrier ships and have an extremely increased internal volume thanks to a space-time distortion technology. They serve not only in military combat, but also the destruction of life on a large scale by distributing necrophores (*see below*), and *protect emerging Negaspheres*. They look like a black hole that has achieved intelligence and mobility, and serve as transport for entities that are hidden beyond *their* event horizon.
- Chaoporters' (32 mile long spaceships) *primary task is to deposit people or complex objects in Chaoverse (which they can do inside the ship)*, which are affected by their stay in *them*, becoming Chaofactums. The Chaoporter then collects them and experiments with them *or uses them as weapons*.



- Nothing outside the Chaoporter can survive contact with a Chaofactum without being fundamentally altered, *or often just completely destroyed*. Chaofactums *may* attack the basic structure of the Moral Code, in which positive superintelligences and Cosmocrats are rooted. *They may* cause the Moral Code to evolve by altering it with alien sequences. The Cosmocrats *fear* this as they insist on the immutability of the Code.
- Entropic Cyclones are considered to be counterparts to Spore ships. They destroy the field lines of hyperspace and the Psionic Web (*see below*), destroying life on a large scale. Since they also generate entropy, they are conducive to the growth of **Proto-Chaotic Cells**, which are used (as far as is known) to *create and* accelerate the development of emerging Negaspheres.
- Terminal Columns are armies of 100,000,000+ spaceships which fight for Chaotarchs across multiple universes.
- A Negane city allows a Chaotarch to fully materialize within the standard universe without being subject to the transformation syndrome, allowing it to take control of a Negasphere.
- A Psiclotron creates **Nega-Psi**, which is a kind of negative psionic energy, existing only in hyperspace, used to manipulate and delete Psionic energies. Consciousnesses sucked in by the Nega-Psi are not destroyed, but transported to a Negasphere. At close range a psiclotron can kill a superintelligence.
- The Element of Darkness is a kind of *phenomenon* that make anything disappear *when it enters it*.
- M'Zatil is a cosmic beacon that can attract **quanta of darkness**, which are the union of On- and Noon-quanta (*see below*) with *some* of the Element of Darkness. *The quanta are intelligent beings, used by Chaos powers as powerful agents.*
- **Necrophores** destroy psionic life energy and serve as a weapon of mass extermination for the depopulation of entire galaxies. They can only be made in a Negasphere. They contain anti-psionic quanta, *which are possibly the same as Nega-Psi above, but are not to be confused with anti-psiqs (below).*

According to Dorksteiger's conversion theorem, the Cosmocrats/Chaotarchs collect the eiris of a collapsing positive/negative superintelligence. It is conceivable that the *process of* becoming a Matter Source/Sink only makes the transfer of its eiris possible. Thus, the Matter Sources/Sinks would be "gates" through which the "suction" of the eiris takes place. As a basic substance, eiris is then converted into biophores (*see below*) or necrophores (*see above*) in what must be a highly complex process. *This has not been confirmed to be true.*

## **Thez**

Thez is a being that is far ahead of the Cosmocrats and Chaotarchs because it has “advanced closer to the horizon of the LAW” (*see below*) that they have difficulty understanding it.

*This “advance” presumably happened about 115 billion years in the future, when the Moral Code of the Universe faded away after the Cosmocrats and Chaotarchs left the dying space-time. Thez instead participated in the fading and thus partially identified with the Code. But since Thez is omnichronal, his experience in the future affected him in the past.*

*Thez is the creator of the Atopian Ordo, which represents the “ideal” reality of the entire universe over all time. Any time an event occurs that would cause the universe to deviate from this reality, Thez’s Atopian Tribunal identifies the people and events that will cause the deviation in the future, and enforces strict rules and restrictions to prevent their actions from actually occurring. If the deviation affects an entire galaxy, the rules are applied to the entire galaxy.*

*Thez is a very powerful being – he can alter reality within the Jena Lands (his “home”) with a thought, and is able to split an entire universe into two new universes, one the same as the original, the second one different in any way he wants.*

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## The Power of Eleven

The Power of the Eleven is supposed to be by far the highest power of the Multiverse, clearly above the High Powers.

They come from another level of existence. However, their fate is indelibly connected with the actors of the multiverse. This connection has existed for 1111 units *of time*, and the collective has carried out some manipulations, for example on the Terran Otto Müppelheimer and the Hamiller tube (*an ultra-supercomputer*). In the meantime, they have realized that everything is going in the right direction, and withdrew. Perhaps there will be a new contact in another 1111 units.

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## The Third Way

*[Note : the name Thoregon is used to refer both to a specific superintelligence, and to the things she and other superintelligences created. SI is prefixed to the name when it refers to the superintelligence.]*

Many of the races no longer see the Cosmocrats as infallible god-like beings and have chosen to take control of their own destinies, forming the Third Way between that of the Cosmocrats and Chaotarchs, mostly *thru the Thoregons*, which were a movement initiated by the superintelligence SI-Thoregon 20 million years ago.

According to the Cosmocrats *themselves*, ever since the influence of life began in the universe, they have commissioned their servants to eradicate superintelligences who had not created a Sphere of Influence (*so-called "vagrant" superintelligences*); SI-Thoregon rightly assumed that this fate was intended for her too. She tried to escape it by hiding from the Cosmocrats, *because she did not have enough power to oppose them and their servants*.

With the help of the Algorrian race, she was able to transport her globular cluster into a Maelstrom of Stars (the "*cord*" *of stars that connects two colliding galaxies*). Here she was able to stabilize an extra-universal zone discovered earlier by the Algorrians and thus withdraw from the influence of Cosmocrats and Chaotarchs – the first Pulse (*see below*), and thus the first Thoregon, was created. Her Sphere of Influence consisted of the two galaxies in the Maelstrom, and her original cluster.

The High Powers did not want to allow this, and tried over thousands of years to send their auxiliary peoples to the Pulse and carry out the liquidation of SI-Thoregon. Since they did not succeed, SI-Thoregon was able to finally, with the Treaty of Mahagoul, make the Cosmocrats agree to leave Thoregons alone in the future. In return, the superintelligence would not expand its Sphere of Influence and would abandon control over the Maelstrom. However, the High Powers continued to proceed indirectly through the support of *their servants* against the individual Thoregons.

Over the next several million years, SI-Thoregon concluded that she was called to a higher purpose. She therefore devised a plan to undermine the High Powers in the long term and eventually break their power. To this end, she brought the "psi-corpse" of the superintelligence Kabba into the first Thoregon and turned its psionic mass into an artificial cosmonucleotide (*see below*). She also sent her Heliotes (*see below*) to other superintelligences, who also desired a third way from the High Powers and inspired them to create Thoregons as well. The founding of Thoregons relieved the superintelligences from transforming themselves into Matter Sources and destroying their Spheres of Influence (*and all the races in them*) in the process.

The core of each Thoregon is a **Pulse**, a separate universe where no quantum fluctuations are possible, an absolute vacuum, which is outside the Moral Code-controlled (*see below*) multiverse. In this pocket of the multiverse, the Cosmocrats and the Chaotarchs no longer have any influence. A Pulse is formed in extremely energy-rich regions of the universe, such as galaxy collisions. Normally, after a few millennia, a Pulse dissolves, but one or more superintelligences can keep it stable by their mental power.

**Helioties** are “thought splinters” of the Thoregon’s superintelligence, balls of energy that can penetrate any shield or matter. They are used *among other things* as messengers to *people in their universe* or other superintelligences, often to urge them to create a Thoregon. *Note that to my knowledge, there is only a single source in the canon that says* Helioties wanted to become a High Power in their own right. They could already manipulate the Moral Code thru their own artificial cosmonucleotides, but imperfectly.

There is a connection between all the Thoregons’ Pulses along which their Messengers and normal beings can travel, called the Bridge to Infinity, *an unspecified higher-dimensional medium that connected the Pulses*.

While every Thoregon is unique, the Thoregon that IT and IT's cooperators created has given itself the following agenda:

- To protect the life and culture of its member species.
- The individual is worth as much as the collective. The well-being of individuals shall not be sacrificed for greater goals.
- To fight for peace.

In 1291 NGE, the Cosmocrat Hismoon and Perry Rhodan formed a treaty which forbids both the Cosmocrats and the Chaotarchs from influencing the galaxies that joined the Thoregon in any way, as long as the six superintelligences involved do not expand the Pulse or create new Thoregons. He said two interesting things to Perry Rhodan about this treaty :

“Chaos, too, will honor this treaty – I guarantee it, that is enough. ... But listen, Rhodan, former Knight of the Deep, Sixth Emmissary of Thoregon. You have bargained for something with a meaning that is incomprehensible for you. You achieved a compromise whose backgrounds are not accessible for you. ... After the retreat of Order and Chaos from the six Thoregon galaxies, things are going to become worse than anyone ever dared to dream. The Millenium of Wars will begin!”

When the Council of Thoregon was formed by the six Thoregon superintelligences in 1291 NGE, IT was *apparently* acting as a double agent for the Cosmocrats. In any case, the Cosmocrat Hismoon finally succeeded in penetrating the First Thoregon in 1312 NGE with the help of the Terran spaceship Sol and destroying the artificial cosmonucleotide, the SI-Thoregon and all Thoregon Pulses, *because the First Thoregon’s plan had become to poison and destroy all true superintelligences, and take over their galaxies into its Sphere of Influence. The High Powers were ready to destroy any galaxy that the Thoregons had ever even contacted, but Hismoon came up with a plan that just destroyed the Thoregons*.

There are other entities that, while not following Thoregon’s Third Way, also do not follow the Cosmocrat/Cosmotarch way either. Si Kitu is a mysterious entity. She has the same status as Cosmocrats and Chaotarchs. She describes herself as the guardian of the second law of thermodynamics, according to which entropy cannot be destroyed. She seems to be on the same evolutionary level as the Cosmocrats or the Chaotarchs, but does not belong to either group, and only follows her own interests, *which are unknown*. According to her own statements, however, she holds a position of power *above* the High Powers and sometimes helps one, sometimes the other.



*Then it was revealed that life itself has become a rival to the High Powers. The Cosmocrats and Chaotarchs both use life for their own directed goals of order and disorder, but life's unplanned and unregulated cosmological actions are a disturbance to both *High Powers*. The Pangalactic Statisticians (a neutral organization of observers) had determined that while some cosmological manipulation is caused by the Cosmocrat servants and a lesser amount by the Chaotarch servants, the majority is caused by the uncontrollable power of life itself. To reduce the influence of life, the Cosmocrats have stopped their programs that encourage the development of life and intelligence, *actively destroying already existing Spore Ships and Swarms*. They have also increased the hyper-impedance of the universe in order to reduce the effectiveness and durability of most forms of hyper-technology. *Note that to my knowledge, there is only one source in the canon that says they are also trying to limit the lifespan of the inherently immortal superintelligences.**

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## **How the Universe Works**

From issue 2831 : the universe is an eight-dimensional vessel whose eighth dimension allows it to contain itself, *like a 2-D Mobius strip needs 3 dimensions to connect to itself*. Put simply, the Sources and Sinks of matter are to someone like Atlan what a 3-D tower would be to the inhabitants of a two-dimensional world (*representing our universe*). The 2-D beings (*us*) would be able to determine the circumference of the tower, but they would not be able to recognize its height. The extension of an object into three-dimensional space, which is always there but which they cannot perceive, is purely hypothetical for them. The superintelligences would be the foundations of such towers (*linking the 2-D space to the 3-D space*) and the Cosmocrats and Chaotarchs both their occupants and their janitors(?). *While they are the towers, they have also detached themselves from them and can travel through 3-D space, which is incomprehensible to 2-D beings. This means that the Cosmocrats represent a further development of the Matter Sources and are interested in maintaining or even enlarging them.*

*Note : this seems contradictory. First the Sources and Sinks “are” the towers, the superintelligences are where the towers interact in the 2-D universe, and the Higher Powers occupy them. Later, the Higher Powers “are” the towers, but can detach from them. To me, it makes more sense to keep the idea that the Sources and Sinks are the towers (and the SI’s are where they intersect with our universe), and while the Higher Powers live in them, and are in some way “connected” to them, they can also travel all around the 3-D space.*

## **Dimensions of the Universe (and the technologies that use them)**

*Normal space consists of four dimensions, three of space and one of time. Hyperspace is a fifth dimension, thru which faster-than-light communication (hypercoms) and travel are possible. Travel is done by short jumps into hyperspace (“transitions”, the simplest form of faster-than-light travel), which causes pain to the travelers and emits energy waves in normal space upon entering and leaving hyperspace, making long-range detection possible. Hypertransmitters (also called matter transmitters, transmats, or more often just “transmitters”), use hyperspace to instantaneously move people and items thru immense distances in normal space from one platform to the next, and transform cannons send explosive payloads (using a sending platform) directly inside ships (no destination platform) thru the fifth dimension. Advanced computers called syntronics exist entirely in hyperspace, and operate by manipulating hyperspace energies.*

Linear space is a continuum that lies between normal space and hyperspace. It is a narrow, energetically neutral strip between the fourth and fifth dimensions. *Linear space drives offer many advantages over hyperspace transitions, with speeds up to one million times the speed of light (note : all speeds are pre-hyperimpedance-increase). Linear screens, and the improved HÜ screens, provide protection from energy-based linear-space attacks, such as the transform cannon. “Situational” matter transmitters build a linear-space tunnel to the target area.*

*The sixth dimension is usually associated with psionic (mental) effects, but some equipment can emit six-dimensional “impulses”. The “fictiv” transmitter sends objects thru the sixth dimension to their destination in normal space, and since they don’t need platforms at either end, can transport any kind of object.*

*Dakkar space is a continuum that lies between the fifth and sixth dimensions, and forms an energetically neutral oscillation zone between them. It is also used for spaceflight ( “Transdimensional” or “Sextadim” drives, billions of times faster than the speed of light), matter transmission, and communications.*

Even less is known about the seventh dimension. Only the Kelosker race (*in the Aphilia cycle*) were able to understand and use seven-dimensional processes. They described the seventh dimension as absolute nothingness. The seventh dimension is particularly important in connection with black holes *in an unspecified way*. *The Keloskers were able to create ultra-powerful computers in 7-D space, presumably much in the same way as the 5-D syntronics.*

By using their 7-D technology, the Keloskers were able to convert the Sextadim engine of the SOL into a Septadim engine, which uses a zone between the sixth and seventh dimensions *called the “parallel track”*, comparable to Linear space, *allowing travel up to many billions of times the speed of light.*

In the following table, the **blue numbers** are the “tech level” required to use that particular dimension.

Dimension	Descriptions / Uses
1a. 4-D space-time (“universe”) #1 Parresum ----- (part of every separate universe) Arresum	
The Deep	An interdimensional boundary layer between the different space-time continuums of the multiverse
1b. 4-D space-time (“universe”) #2	Slower-than-light travel only
3. Linear space	Faster (1 million*speed of light) and less painful than hyperspace travel
2. 5-D hyperspace	Faster-than-light communication and travel (slow and painful) are possible; weapons and shields too; hyperspace computers, matter transmission
5. Dakkar space or sextadim half-space	Travel (billions*speed of light), matter transmission, communications
4. 6-D	Psionic effects, fictiv transmitter, FTL travel
7. Parallel track	Travel (many billions*speed of light)
6. 7-D	Connected to black holes; described as "absolute nothingness"; in-space computers

### Arresum and Parresum

These are two sides of *every single* standard universe. The Arresum is the “negative” side, the Parresum is the “positive” side. They form a whole, even if they are separated. The two sides can also influence each other, for example, where there is *empty* space in the Arresum, in the Parresum is a galaxy cluster, and vice versa.

The separation of Arresum and Parresum is absolutely necessary, since the validity of natural laws would be changed, distorted or invalidated through a softening of the separating layer (*which is not given a name*). *The Arresum is not an anti-matter universe, those are known to exist along with ordinary-matter universes as part of the multiverse (which presumably have their own Arresum and Parresum sides).*

### Duoverse

*Our particular universe has another “side” besides the Parresum : a Duoverse was actually created in the Big*

Bang – the known standard universe is connected to its "twin", the Second Branch, via the Zero Zone. The Second Branch is not a parallel universe with a different Strangeness, but another half of the Duoverse. *Higher Powers cannot influence it, and there is no Moral Code. It is unknown how often this happens to other universes.*

### Strangeness

*Different universes have different physical constants, such as the speed of light, the strength of gravity, etc. Objects or people travelling to a different universe retain the "qualities" of their original universe for some time, and the difference between the two universes' qualities is called their Strangeness. At least eight different physical constants determine Strangeness. An object or person with a non-zero Strangeness in the universe they're in can cause mental and technical problems for both nearby objects and creatures native to the universe, and for themselves as well, called "Strangeness shock". As the object or creature spends more time in the new universe, its Strangeness slowly subsides as its physical constants come in-line with its new universe's.*

### Parallel universes

*For any given universe, there are also an infinite number of variations of it, in which any specifics may be different. The most notable example is the "Anti-Universe" from the Cosmic Chess Game cycle, in which everything was the same except the morals of the Terrans, who were selfish, cruel, and ruthless.*

### Psionic Network/Web

The Psionic Network crosses invisibly through the whole universe, *within a narrow "slice" of hyperspace*, constantly emitting "vital energy" and "psionic energy" (see below), guaranteeing normal (organic among others) life and the well-being of higher entities. It is made of psionic strands embedded in a 6-D hyperspace. When living beings are no longer in contact with the Psionic Web, they slowly lose their vital energy.

The origins of the Psionic Web are a matter of conjecture. It is thought to be as old as the universe.

Some races have created spaceships (Enerspi drives) and *mechanical* teleporters which use the Psionic Web, but their use causes Quiet Zones (psionic vacuums).

### Moral Code

The Moral Code pervades all universes, is linked to the Psionic Web, and exists in the **Deep** (an interdimensional boundary layer between the different space-time continuums of the multiverse).

It manifests as **cosmogenes**, which are subdivided into **cosmonucleotides** (these names and associations to DNA were given by the Cosmocrats, and should not be understood as having a literal meaning). The Cosmonucleotides determine the reality and the future of their respective parts of a given universe (*such as raising or lowering a portion of space's psi constant*), via **Messengers** (*which can be influenced by the Cosmocrat's Ultimate Matter*). *Cosmonucleotides can span across more than one universe.* The Higher Powers are trying to gain control of this possibility to rule reality itself.

In order for the task inherent in the Moral Code to be implemented, the most diverse "realities", each valid for a specific universe, are constantly generated within the cosmonucleotides by Psionic Information Quanta (**Psiqs**), which in their multi-layered complexity can be described as a "universe creation program", which, as far as is known, is not controlled by *any intelligence or consciousness*. Psiqs are made of psionic energy, and when they collide they create various potential futures. Every second, the psiqs, which are constantly moving and regrouping, run through and discard many thousands of variants, *until a consensus is reached*. At the end of this process, a Messenger is created.

The Messenger then alters the desired Cosmonucleotide, *creating a specific future*, making it (as far as is known) the most important executive instrument of the Moral Code.

The existence of positive superintelligences and Cosmocrats are rooted in the basic structure of the Moral Code.

There are Terminal Messengers, which when sent to a superintelligence, destroys it.

There are also [Negapsiqs](#), which carry misinformation about a potential future. Such Negapsiqs have no chance to leave the cosmonucleotide as a Messenger under normal circumstances.

The Moral Code was not created by the High Powers, they have no clue why or by whom the Code was made.

Superintelligences send Psiqs to cosmonucleotides. To do this, they use their Eiris to hypertranscribe *any new* information they collect in their Sphere of Influence into Psiqs. Like the Eiris, these Eiris-Psiqs are characteristic of the respective superintelligence. They are encoded according to a method negotiated between the superintelligence and the cosmonucleotide. In the process, they provide them with information about newly acquired properties and thus contribute to their expansion and stabilization. This also reinforces and supplements the Moral Code. A failure of this communication over long periods of time can have serious consequences for all processes controlled by the Code (*which is literally the entire multiuniverse*).

### Negaspheres

*[Note : there are also references to “Negas”, which as far as I can tell is an abbreviation for Negasphere.]*

A Negasphere is a cosmic region in which no information is transferred by Cosmic Messengers, so that the Moral Code of the Multiverse does not apply. The cosmic order cannot be maintained and the Negasphere mutates into a place of chaos and arbitrariness. There are no laws of nature, no logic and no causality. They are the natural habitat for all Chaos beings. *Negaspheres can happen spontaneously, or when a cosmonucleotide leaves its anchor point, or can be created by using highly complex Chaotarch technology.*

Negaspheres are used by the Chaotarchs as bases and troop camps in cosmic regions where the Cosmocrats have the upper hand. *Intentionally created* Negaspheres are officially taken over by a Chaotarch before they are expanded.

*Superintelligences are capable of reversing the creation process of Negaspheres by forming a hypercocoon (a multidimensional energy shield that separates the inside from the normal universe) near the Negasphere’s border wall (which is created by a machine that manipulates the Psionic Network, and cuts thru multiple dimensions) to prevent the border wall from completely closing. Then cosmic Messengers penetrate the affected area and restore normal physics and the Psionic Network. However, this must take place before the individual internal chaotic elements spontaneously network with each other.*

A Proto-Chaotic Universe is formed when multiple Negaspheres shift and merge under hypertextonic quakes. *This is where many powerful Chaos beings can live. When all the universes of the Multiverse have been converted to Proto-Chaotic Universes, a Negaverse will be formed.*

### The LAW

*The highest beings in the universe still don’t understand what the LAW is. In fact, the Third “Ultimate Question” is : “Who initiated the LAW and what does it do?”*

*That is why* both the Cosmocrats and Chaotarchs have initiated numerous projects, actions and plans to get to the bottom of the LAW. It is said that the side that gets to the bottom of this mystery will gain an unassailable lead in dominating the multiverse.

The Porleyter working for the Cosmocrats (*in the same manner as the later Knights of the Deep*) believed they were acting in accordance with an order dictated by the LAW. The Porleyter considered it a certainty that there was a connection between the LAW and the possibility of life for all the peoples of the universe.

In 1218 NGE, Perry Rhodan learned from Ernst Ellert that the integrity of the separation layer between the Arresum and Parresum was a partial aspect of the LAW; in a sense, a law in itself. As such, it is a small component of something big, "a small cog in a big wheel", which can only function if "every" cog, i.e. its own rules and laws, works. Only in their entirety can they guarantee the stability of the universe. For this reason, it was important to destroy the Abruse. By its intention to dissolve the separating layer between the two parts of the standard universe, it posed a threat to the existence of the LAW as a whole.

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## **Soul and Consciousness**

### **Psi**

Psi is a generic term for certain phenomena that are located outside the physics of the four-dimensional space-time continuum. *These phenomena all reside in six-dimensional "hyperspace".*

The science that deals with psi forces and their application (both by organic beings and by technical devices) is called psionics.

The psionic force, also known as the mental force, is located in the short-wave range of the hyperspectrum.

It is considered one of the five fundamental forces of nature, and the weakest. But it is particularly versatile.

In hyperphysics, the psion (*not to be confused with psiq*) is regarded as a transmitter of psionic *energy*.

Physical beings possess several psionic reservoirs :

- Vital energy
- ÜBSEF constant
- Psionic energy

### **Vital energy**

Vital energy, also known as vital force or vital impulse, is a psionic form of energy. Vital energy could also be described as the "psionic life energy" of living beings. *If it is used up*, the living being dies.

Cell activators are also referred to as vital energy reservoirs.

### **ÜBSEF constant**

ÜBSEF is the Terran abbreviation for a radiation referred to as hypersexta-modular para-radiation.

It is a six-dimensional energy, found only in highly developed living beings, which forms and defines the consciousness of the respective person, including personality traits such as intelligence, character, knowledge, the unconscious and preconscious, ego identity, behavioral patterns and the like.

*It is usually referred to as the ÜBSEF constant, not only meaning that each individual's ÜBSEF is constant, but unique to every living creature.*

### Psionic energy

Psionic energy is a special form of energy in hyperspace. It is used to describe hyper-energy that lies in the UHF range and for which at least 6 dimensions must be used. The terms psionic radiation and psi energy are often used. It is the reserves of mental strength. Without it, you lose concentration.

Psionic energy naturally occurs primarily in living beings who can accomplish special things by means of their will (*telepathy, teleportation, etc.*). Psionic energy is used in a conscious and controlled manner. When psionic energy is used, measurable psionic impulses, or psi-impulses are generated.

### Soul

The soul is what distinguishes a living being beyond its purely physical existence.

In the Solar Empire of the year 2437, the strictly scientific definition of the soul was the IIBEA factor, the abbreviation standing for Intangible Interstructured Biodynamic Coupled Share (*in German*), which is six-dimensional in nature. *When a clone of a person is created, their soul is cloned too and put in the new body.*

*It has been observed that the hyperphysically measurable soul of a living being flows out of the body after death and remains intact for a few minutes until it too ceases to exist.*

To avoid this spiritual death, purely spiritual life forms need a physical or mental anchor. Without this anchor, they are crushed by the currents of hyperspace and die.



## Postscript details :

**The Seven Powerful Ones** were powerful humanoids created in a Cosmic Factory, with extraordinary abilities, who were used by the Cosmocrats.

Their mission was to promote life and intelligence in the universe with their spore ships. They were relatively immortal. This quality was given to them by the Cosmocrats, but it could also be taken away from them again. Each of them carried a symbiote that prevented them from directly opposing the Cosmocrats or one of their servants. There have been many different groups of Powerful Ones over time.

The Seven Powerful Ones waited in their Cosmic Castles and engaged in the meditations they were obliged to do until the Call of the Cosmocrats went out. They were not informed about the identity of their clients or the purpose of their work. Once they received the Call, they headed to the Plain (*a Cosmocrat space station*), where *the Cosmocrat agent* Laire gave them their next orders, usually to load their **spore ships** in the space behind the Matter Sources with **On-** and **Noon-quanta** (collectively called **biophores**), which they distributed throughout large parts of the universe to spread life and intelligence. Each time, the Seven Powerful Ones ordered the construction of a Swarm.

- **On-quanta** are the equivalent of life energy on a hyperenergetic level. When they come into contact with the right kind of matter, they are capable of producing life in any form, and accelerate their evolution.
- **Noon-quanta** are the equivalent of intelligence on a hyperenergetic level. When they come into contact with the nervous systems of living beings, they form *or increase* the basis of organic intelligence.
- A **Swarm** is a small galaxy that travels thru galaxies that already have intelligent life, and increases the intelligence by manipulating the gravitational constant.

**The Knights of the Deep** were a cosmos-spanning organization which replaced the Porleyters some 2.2 million years ago.

They were dedicated to the creation and preservation of a harmonious cosmic order and often receive missions directly from the Cosmocrats. To help them in their conflicts with the negative forces of the universes such as the Chaotarchs they have helpers called Orbiters.

The seat of the order is the Kesdschan Cathedral on the planet Khrat in the galaxy Norgan-Tur. Each new potential Knight of the Deep is brought to the Cathedral where, if found worthy of knighthood, he is knighted through a partially psionic ceremony. A psionic field is permanently attached to them, which can be perceived by many beings. This aura identifies them as a high-ranking servant of the powers of order and makes them appear powerful and competent. When a Knight dies, they impart a portion of their mind to the Cathedral. This contribution added to the psionic presence of the Cathedral and to the store of hard-won wisdom contained there.

The current custodian of the order is Lethos-Terakdschan, a union between Hathor Tengri Lethos and the founder of the Order, Terak Terakdschan.

In 425 NGE Rhodan, Atlan, and Jen Salik were inducted into Order but the association didn't last long. In 429 NGE they were not only expelled from the Order for refusing to act exclusively in the interests of the Cosmocrats, but banished from the Milky Way Galaxy and the other galaxies under the control of IT by order of the Cosmocrats. With their banishment there were no more active Knights of the Deep. When Salik sacrificed himself and his consciousness entered the Cathedral Kesdschan, the ban was rescinded.

*See the next page for a diagrammatic view of the Rhodan universe and the entities within it.*

Superintelligences

Matter Source

Pulse

Matter Sink

Cosmocrats

Cosmic Factories  
Spore ships  
Swarms

Thoregons

Heliotes

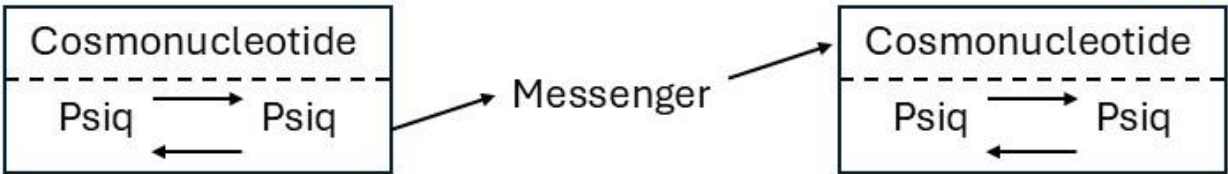
Chaotarchs

Chaotenders  
Chaoporters

Multiversal

Moral Code

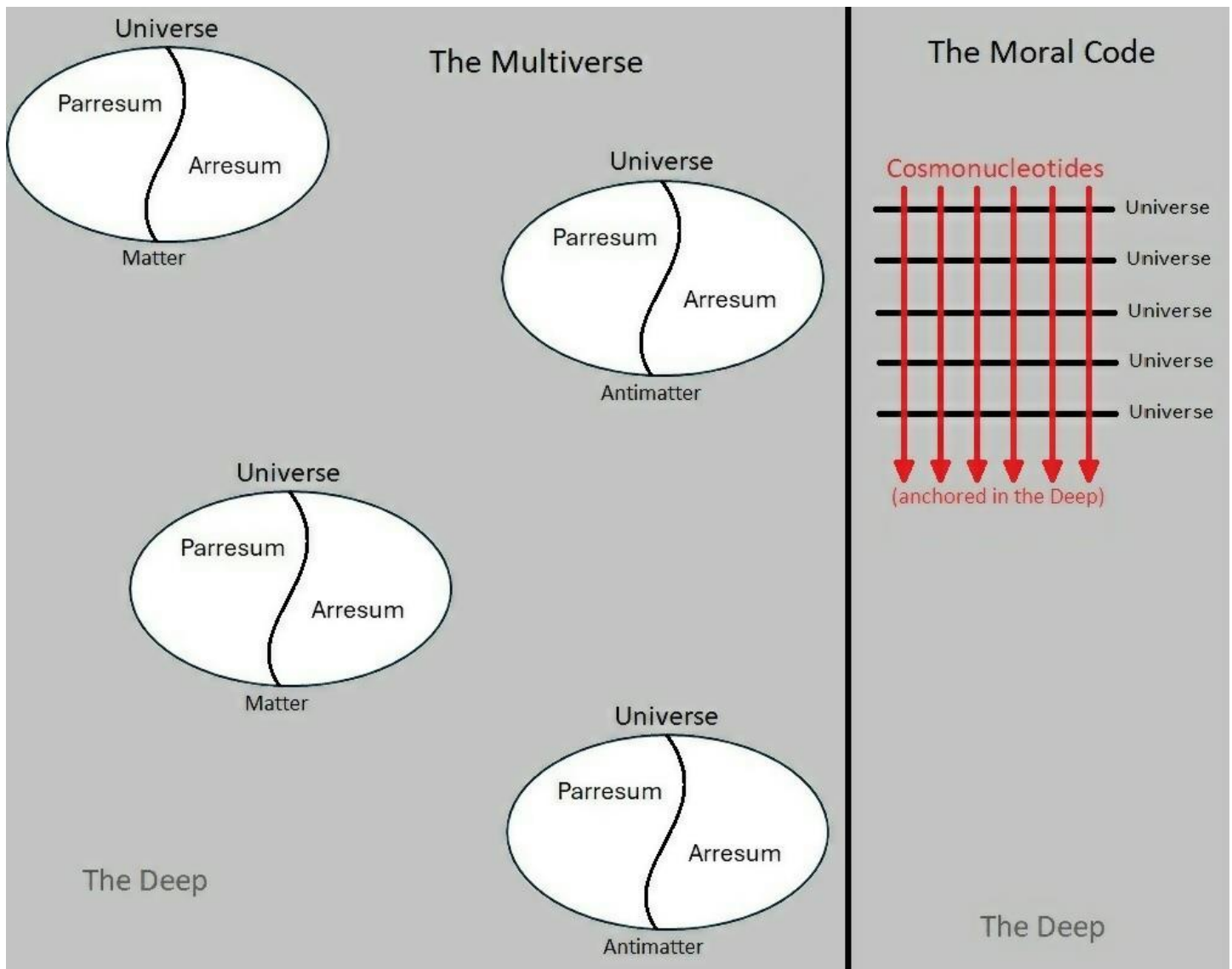
The Deep  
(multiversal)



Thez

The LAW

Power of the Eleven



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